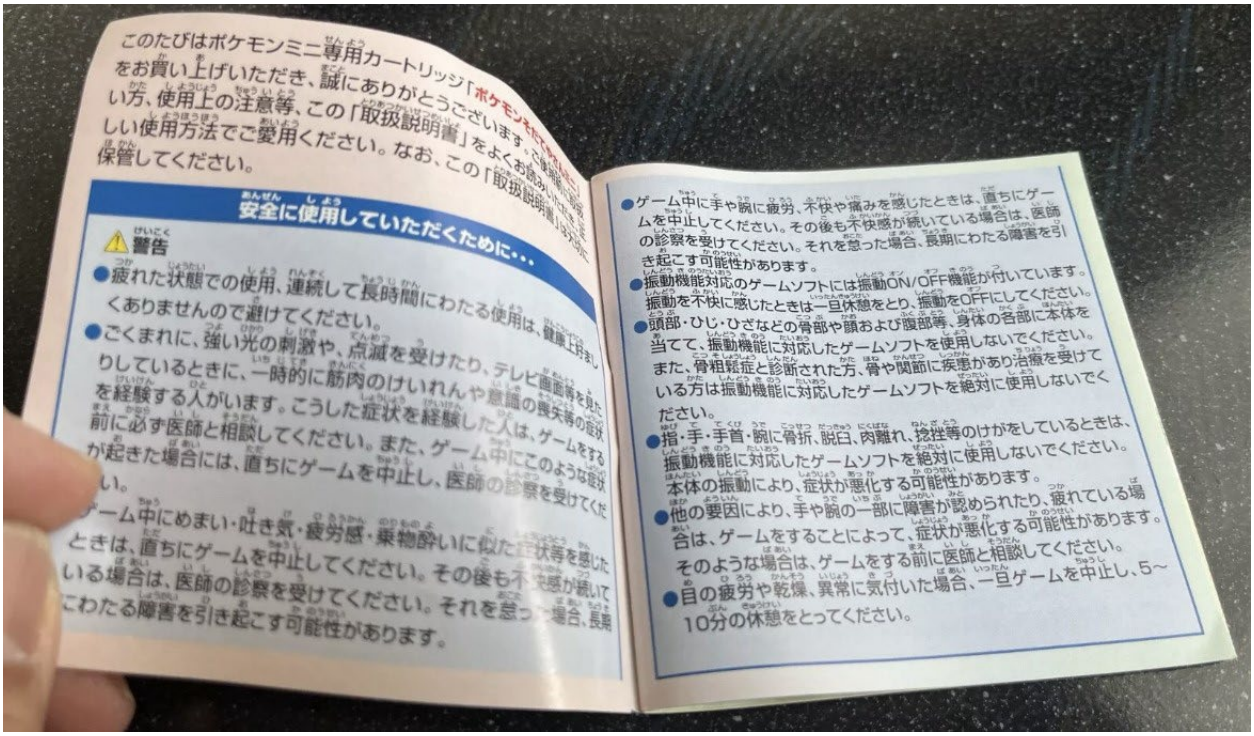
Pokémon Mini
The Pokémon Company

Pokémon Breeder Mini

Instruction Manual



Thank you for purchasing the Pokémon Mini exclusive cartridge Pokémon Breeder Mini

We sincerely appreciate your purchase. Please read the following instructions carefully regarding usage precautions and operation. To ensure the safe and appropriate use of this product, please store this manual properly after reading it.

To use it safely:

⚠ **Caution**

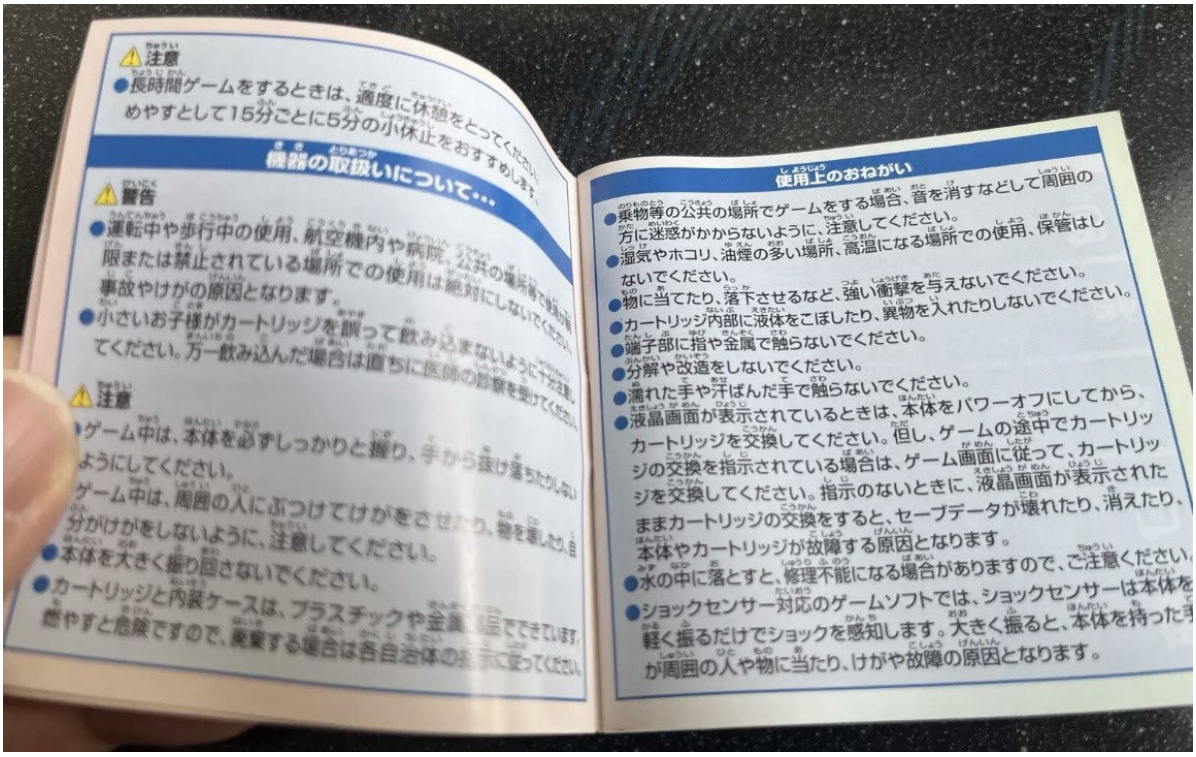
- Avoid using or operating this product for long periods when tired. Take breaks frequently.
- Avoid looking at bright flashing lights for extended periods, as they may cause eye strain or discomfort.
- In some cases, strong light stimulation may cause muscle twitches or seizures, particularly for those sensitive to flashing lights. If this happens, stop using the product immediately and consult a doctor.
- If you feel dizzy, nauseous, or uncomfortable while playing, stop the game immediately and rest. If symptoms persist, seek medical advice.

Regarding physical strain during gameplay:

- If you experience fatigue, discomfort, or pain in your hands or arms while playing the game, stop playing immediately and rest. If the discomfort persists, consult a doctor.
- The game includes vibration functionality that can be toggled ON/OFF. If you feel discomfort due to vibrations, turn the function OFF immediately.
- Avoid playing games that include vibration if you are recovering from injuries or have musculoskeletal conditions (e.g., fractures, ligament damage).
- Be careful of overuse or repetitive strain on your fingers, wrists, elbows, shoulders, and other joints. Stop immediately if pain or fatigue occurs.

To prevent strain and ensure a safe gaming experience:

- Take a 5–10 minute break after every hour of play.
- If you feel unusual symptoms while playing, stop immediately and rest.



⚠ Caution

- When playing for long periods, take regular breaks. It is recommended to rest for 5 minutes every 15 minutes.

Handling the Device

⚠ Warning

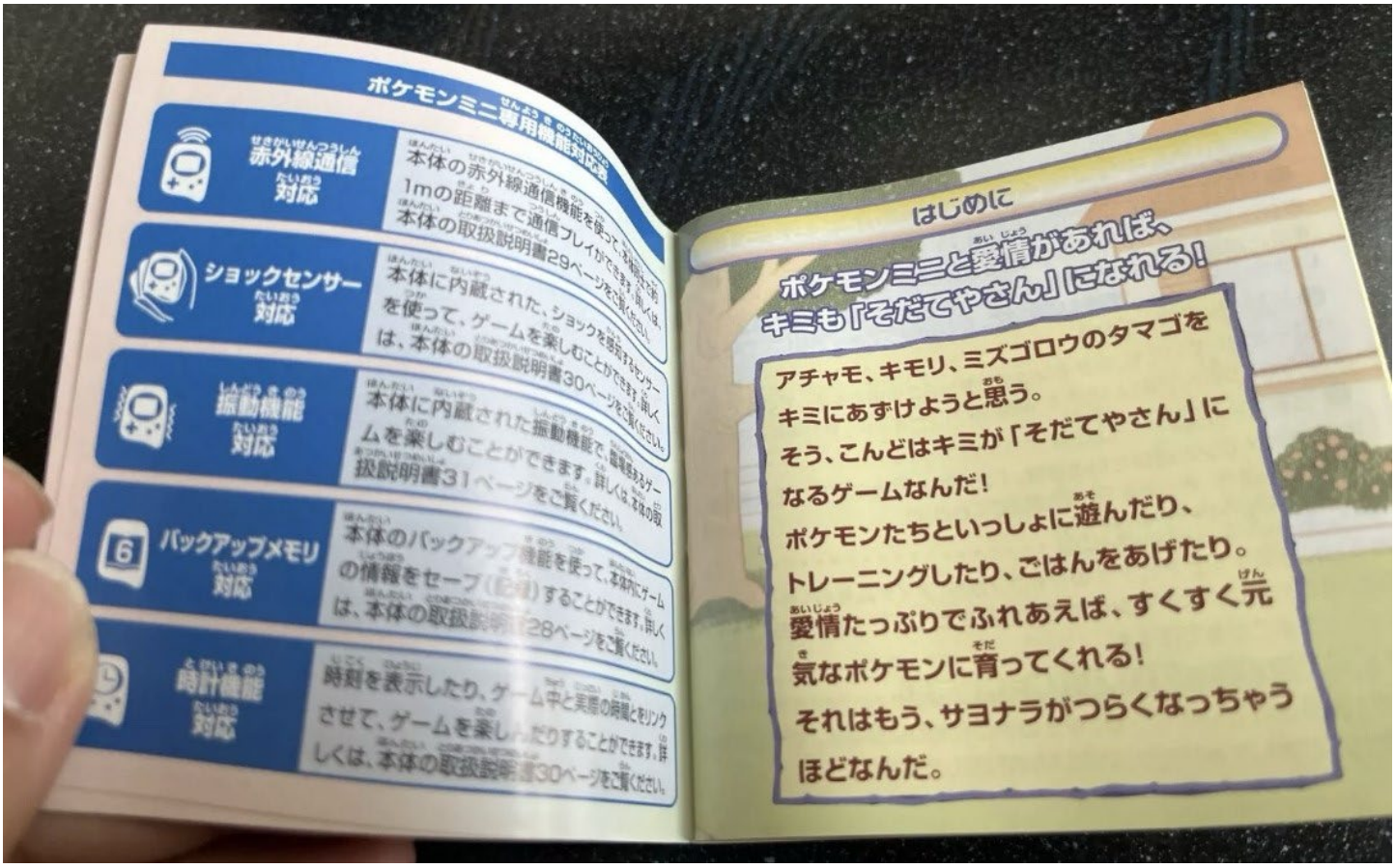
- Do not use the game while walking, inside airplanes, or other areas where usage restrictions are in place, as it can cause accidents or other problems.
- Keep the cartridge away from small children to avoid them swallowing or putting it in their mouths. If swallowed, seek medical attention immediately.

⚠ Attention

- While playing, firmly hold the device and do not let it slip from your hands.
- Be careful not to bump into other people or objects while playing.
- Do not swing or throw the device.
- The cartridge case is made of plastic and contains electronic components. Do not disassemble, modify, or expose it to water, as it can cause malfunctions or injuries.

Requests for Proper Usage

- When playing in public places, such as on public transportation, lower the volume and avoid disturbing others.
- Do not use or store the cartridge in environments with high humidity, moisture, or extreme temperatures.
- Avoid dropping or throwing the device, as it can cause damage.
- Do not insert any foreign objects into the cartridge connector.
- Avoid touching the connector terminals.
- Do not disassemble the cartridge, as it can lead to malfunctions.
- Turn off the console before inserting or removing the cartridge. If you are prompted during gameplay to change cartridges, do so as instructed on the screen.
- If you drop the device or cartridge, it may cause data loss or damage.
- In games using the Shock Sensor, light movements trigger responses. However, avoid shaking or hitting the console too hard, as it can cause damage or injuries.

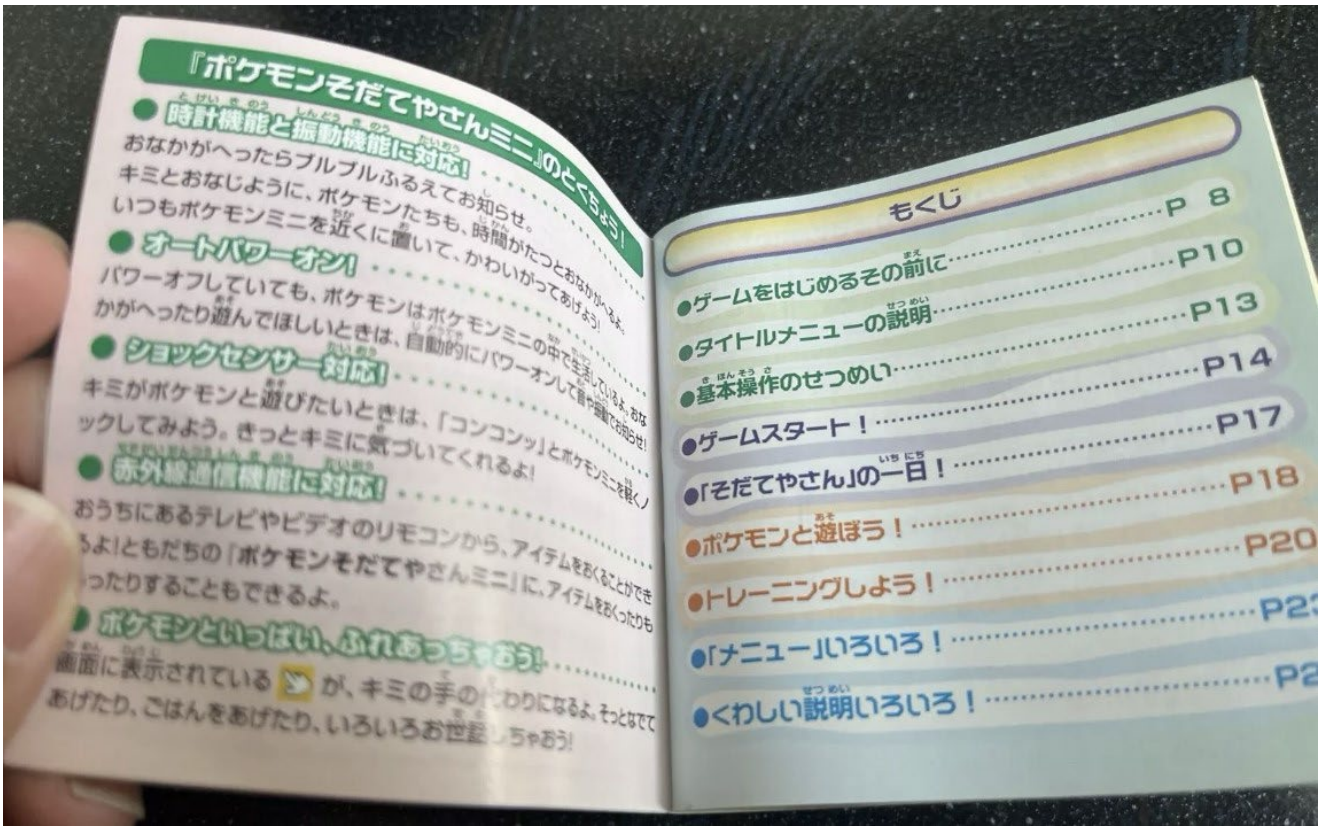


Pokémon Mini Exclusive Functions

1. **Infrared Communication Support**
    - The system supports infrared communication for play within approximately **1 meter**.
2. **Shock Sensor Support**
    - The built-in shock sensor detects shaking, making games more interactive.
3. **Vibration Function Support**
    - The system includes vibration functionality for an immersive experience.
4. **Backup Memory Support**
    - This allows you to save your progress and game data.
5. **Clock Function Support**
    - The clock display enhances certain game features.

Introduction

If you have Pokémon Mini and love, you can become a "Pokémon Breeder" too! **Torchic**, **Treecko**, and **Mudkip** have entrusted you with their eggs. Yes, this is a game where you become their breeder! Play with Pokémon, train them, and feed them. If you show them lots of love and care, they will grow up to be healthy and happy Pokémon! They will be so happy that it will warm your heart.

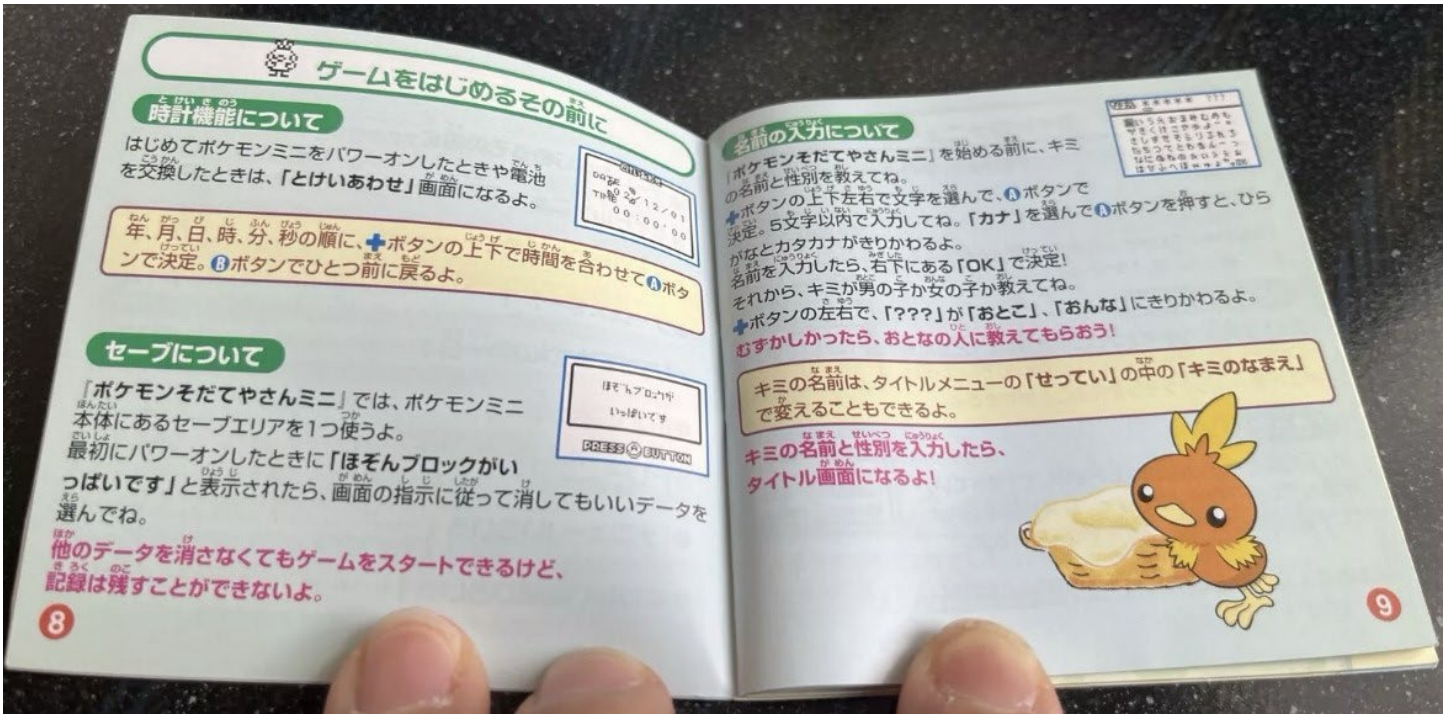


Pokémon Sodateyasan Mini Features!

- **Supports Clock Function and Vibration Function**
  When the time comes, it will buzz to notify you!
  Whether it's mealtime or other activities, the Pokémon will always be with you, making them even more lovable!
- **Auto Power-On**
  Even when powered off, the Pokémon will wake up if they want to play with you. They will automatically turn the system on and call you!
- **Shock Sensor Compatible**
  If you want to play with the Pokémon, give it a shake or tap the console with a gentle "kon-kon." The Pokémon will respond and enjoy playing with you!
- **Supports Infrared Communication Function**
  You can transfer items using devices at home like TV or video remotes. Pokémon Sodateyasan Mini lets you exchange items with other players too!
- **Interact Fully with Your Pokémon!**
  Pokémon will call out when they need you. Feed them, train them, and enjoy lots of activities together!

Table of Contents

- **Before Starting the Game** **P8**
- **Explanation of the Title Menu** **P10**
- **Basic Controls Guide** **P13**
- **Game Start!** **P14**
- **A Day in the Life of a Breeder!** **P17**
- **Play with Pokémon!** **P18**
- **Let's Train!** **P20**
- **Various Menus** **P21**
- **Detailed Explanations** **P23**



Before Starting the Game

About the Clock Function

When you power on Pokémon Mini for the first time or change the batteries, the "Clock Adjustment" screen will appear.

1. Set the time in the following order: year, month, day, hour, minute, second.
    - Use the up and down buttons to adjust the numbers.
    - Press the A button to confirm each step.
    - Press the B button to go back to the previous screen.

About Saving

In *Pokémon Sodateyasan Mini*, the backup memory in the Pokémon Mini system is used.

- If the message "The save block is full" appears during the first power-on, follow the on-screen instructions to delete the data.

Note:

Deleting other data allows you to start the game, but you cannot recover the deleted save data.

About Your Name

Before starting *Pokémon Sodateyasan Mini*, you need to input your name.

- Use the A button to confirm characters.
- Use the B button to delete characters.
- You can enter Kana characters or symbols.

After entering your name, select "OK" to finalize it.

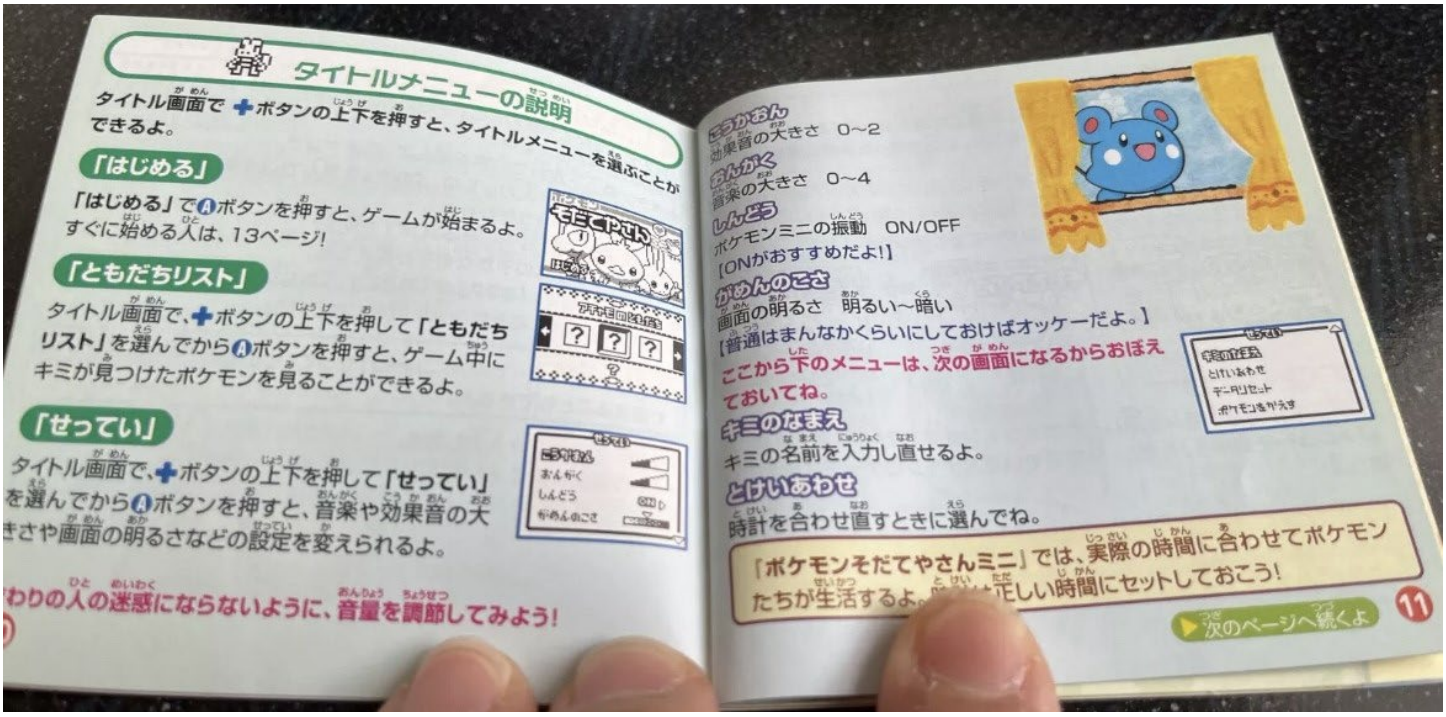
- Once decided, the Pokémon will ask for your birthday (month and day). Input it as instructed.

Fun Tip: If you don’t input anything, they will call you "???". Entering "おとこ" (male) or "おんな" (female) changes what they call you!

Let’s make it special and let others know your name!

You can also change your name later from the "Settings" option in the Title Menu under "Your Name".

Once you’ve entered your name and birthday, the Title Screen will appear!



Explanation of the Title Menu
On the title screen, use the Up/Down buttons to select from the title menu.

はじめる Start

If you select はじめる (Start) and press the A button, the game will begin.

- If you want to start playing immediately, go to page 13!

ともだち リスト Friend List

On the title screen, select ともだち リスト (Friend List) using the Up/Down buttons and press the A button.

- Here, you can view the Pokémon you've found in the game.

せてい Settings

On the title screen, select せてい (Settings) using the Up/Down buttons and press the A button.

- You can adjust settings like volume, screen brightness, and shock sensor settings, as well as reset the clock or change your name.

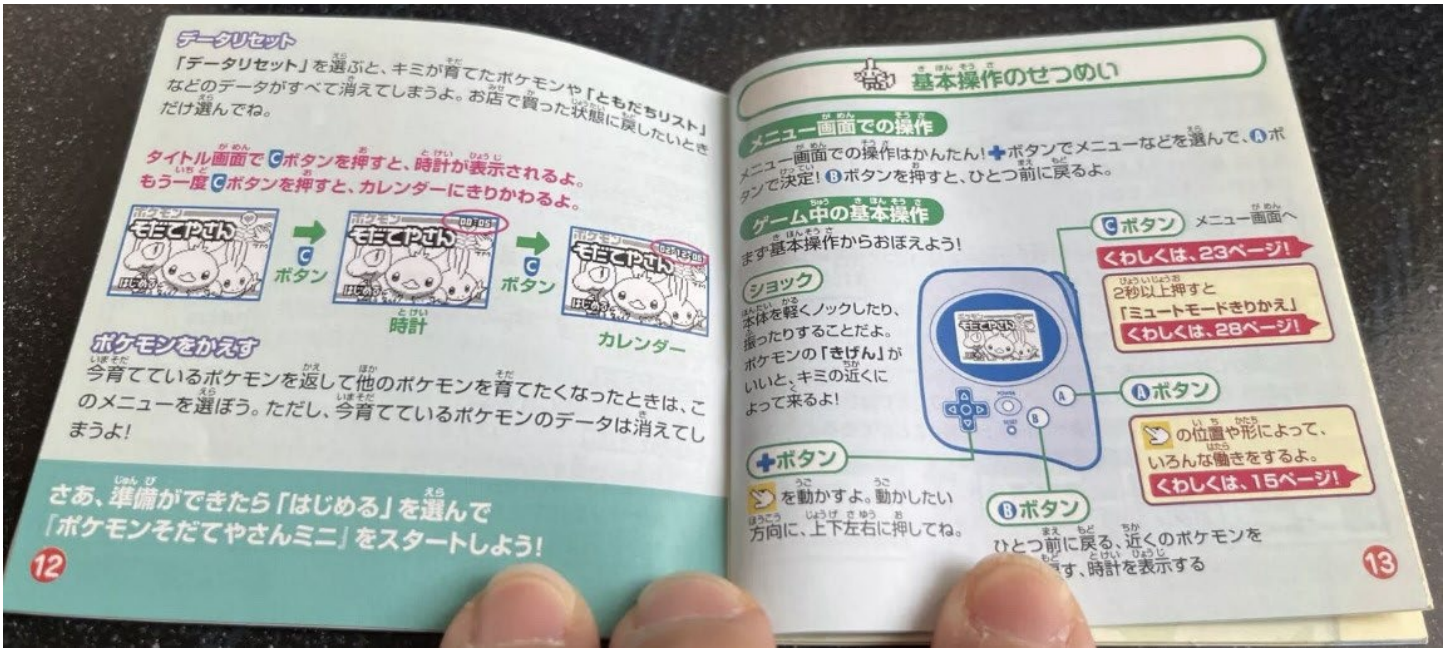
Settings Menu Options

- Sound Volume: 0–2
- Sound Effect Volume: 0–4
- Vibration: Turn Pokémon Mini's vibration ON/OFF. ON is recommended!
- Screen Brightness: Adjust the screen brightness from bright to dark. Keep it at a comfortable level for your eyes.

Additional Settings

- **Your Name:** You can re-enter or edit your name.
- **Clock Adjustment:** Adjust the in-game clock if needed.

Pokémon Sodateyasan Mini matches Pokémon activities to the clock, so make sure to set it to the correct time for the best experience!



Data Reset

- Selecting "Data Reset" will erase all data, including the Pokémon you have raised and your Friend List. It will restore the game to its original state.
- On the Title Screen, press the C Button to display the clock.
- Press the C Button again to switch to the calendar.

Changing Pokémon

- If you want to raise a different Pokémon instead of the one you're currently raising, select this option.
- However, choosing this will delete the current Pokémon's data, so proceed carefully!

Now that you're ready, select 'Start' and begin Pokémon Sodateyasan Mini!

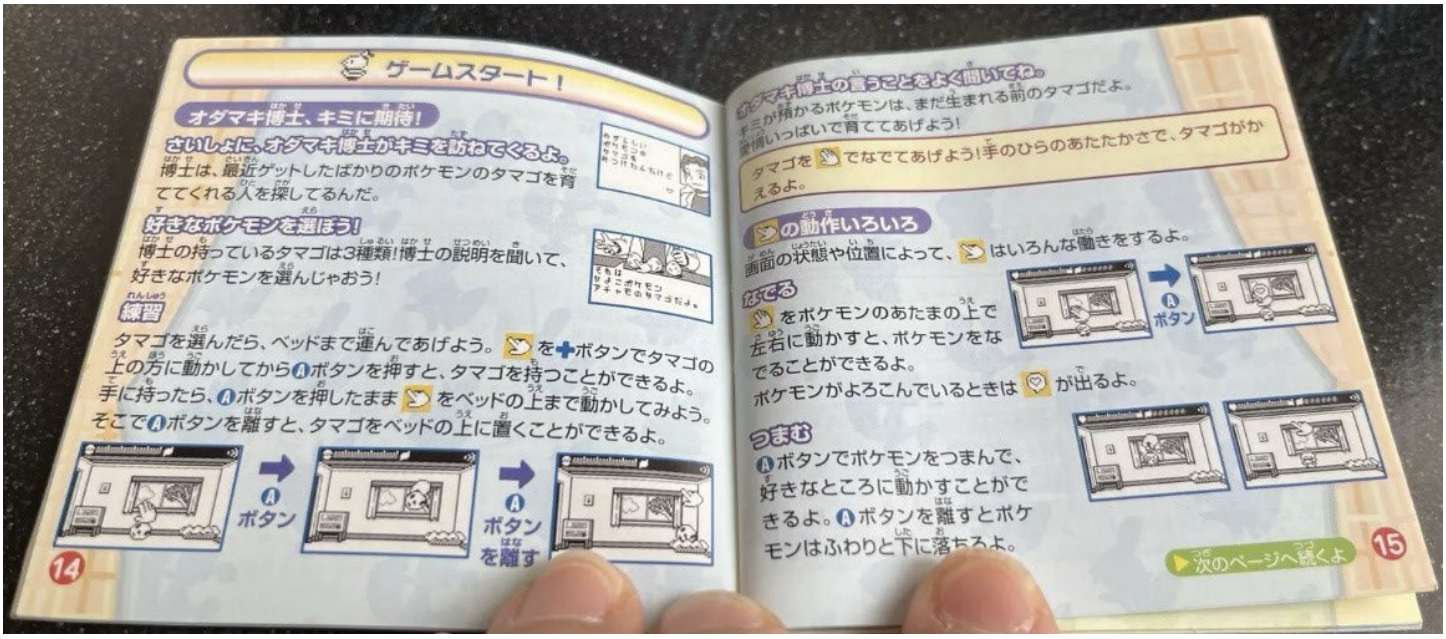
Basic Operations Guide

Menu Screen Operations

- Use the Up/Down Buttons to select menus and options.
- Press the A Button to confirm.
- Press the B Button to return to the previous screen.

Basic Operations During Gameplay

- **Shock Sensor**
  - Tap or shake the Pokémon Mini system to interact with your Pokémon.
  - Depending on how you shake it, your Pokémon will respond and enjoy playing with you!
- **D-Pad (Arrow Buttons)**
  - Move or navigate menus using the Up/Down/Left/Right buttons.
- **B Button**
  - Cancel actions or return to the previous screen.
- **C Button**
  - Press and hold the C Button for 2 seconds to enter Sleep Mode.
    - (More details on page 28).



Game Start!

Professor Birch is Visiting You!

At the start, Professor Birch comes to visit you.

The professor has brought three Pokémon eggs for you to raise. Listen to the professor's explanations carefully and choose the Pokémon you like!

Choose Your Favorite Pokémon

The professor offers you three Pokémon eggs! Read their descriptions and choose the Pokémon you want to raise.

Play with the Egg

After choosing an egg, you can play with it by placing it on the bed.

- Use the A Button to pick up the egg.
- Hold the A Button to move the egg around.
- Release the A Button to place the egg on the bed.

Pay Attention to What the Professor Says

The Pokémon you chose is still an unhatched egg. Keep it warm and take good care of it so it can hatch.

- Place the egg in your hands (use the A Button) and gently move it.
- Keep taking care of it until it hatches!

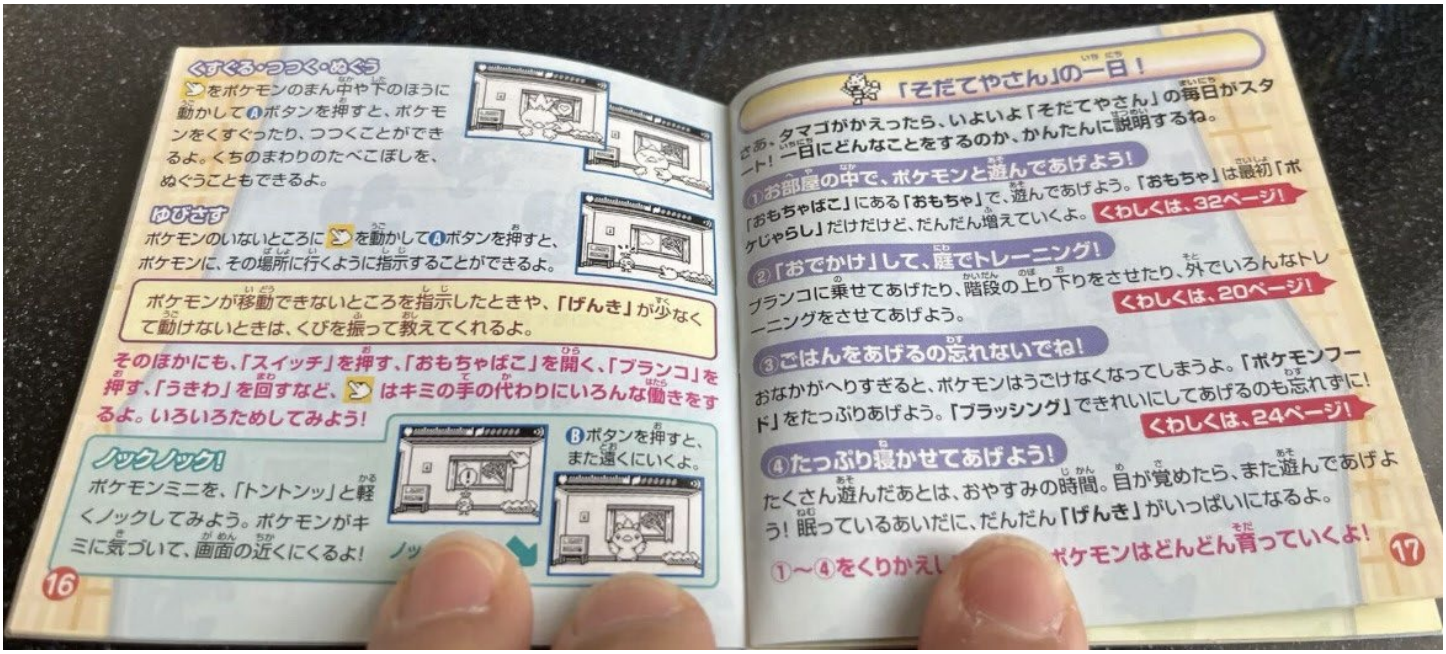
Various Actions

Pat

- Move the Pokémon left and right with the D-Pad. When you pat it, it will wiggle happily.

Hold/Grab

- Press and hold the A Button to hold the Pokémon.
- You can move the Pokémon around and place it wherever you like.



Tickling, Poking, and Stroking

- Move your Pokémon left or right using the D-Pad. Press and hold the A Button to tickle the Pokémon, and it will start to squirm or roll.
- You can also gently poke or stroke it by moving your hand closer.

Pointing

- If you point somewhere using the D-Pad and press the A Button, the Pokémon will move in that direction.
- If it refuses to move, it may indicate it has low energy or doesn't want to.

Tip: Press switches, open toys, spin "Merry-Go-Rounds," and more to perform actions on behalf of your Pokémon. Try out different things!

Knock, Knock!

- Lightly knock on your Pokémon Mini (like saying "ton-ton"). Your Pokémon will notice and come closer to the screen! Press the B Button to make it go back.

A Day in the Life of a Pokémon Breeder!

Once the egg hatches, your journey as a Pokémon Breeder begins! Here's a simple guide to a typical day with your Pokémon:

1. Play with Pokémon Indoors

- Use the "Toys" option to play with your Pokémon. You can enjoy simple activities to help it grow little by little. See details on page 32.

2. Take it Outside for Training

- Let your Pokémon explore outside for training! Move it around, climb stairs, and interact with the environment. See details on page 20.

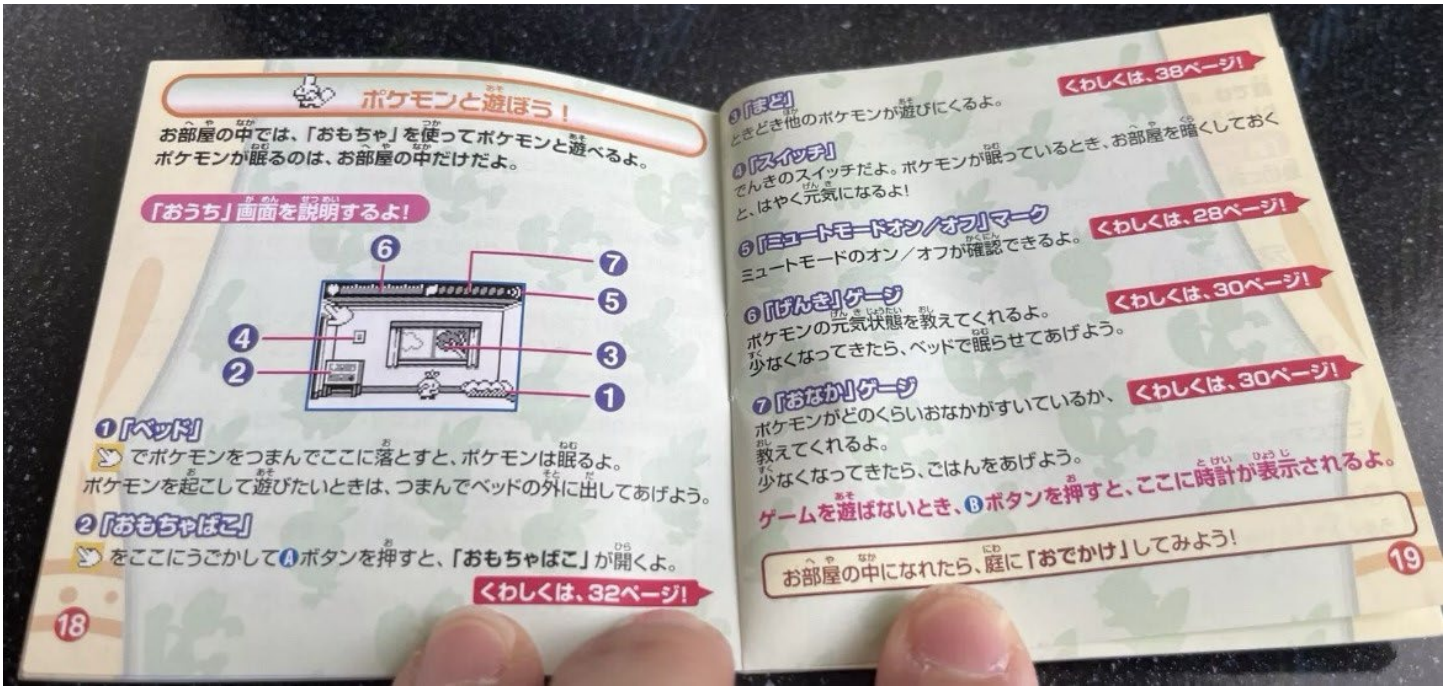
3. Don't Forget to Feed It

- If you forget to feed your Pokémon, it will become hungry and tired. Give it food like "Pokémon Food" or treats to keep it happy and healthy. See details on page 24.

4. Let It Sleep Well

- After playing and training all day, let your Pokémon rest and recover its energy. Once fully rested, it will be ready to play again!

Repeat Steps 1–4 every day, and your Pokémon will grow steadily and happily!



Play with Your Pokémon! In the room, you can play with your Pokémon using toys. If the Pokémon is sleeping, let it rest for a while

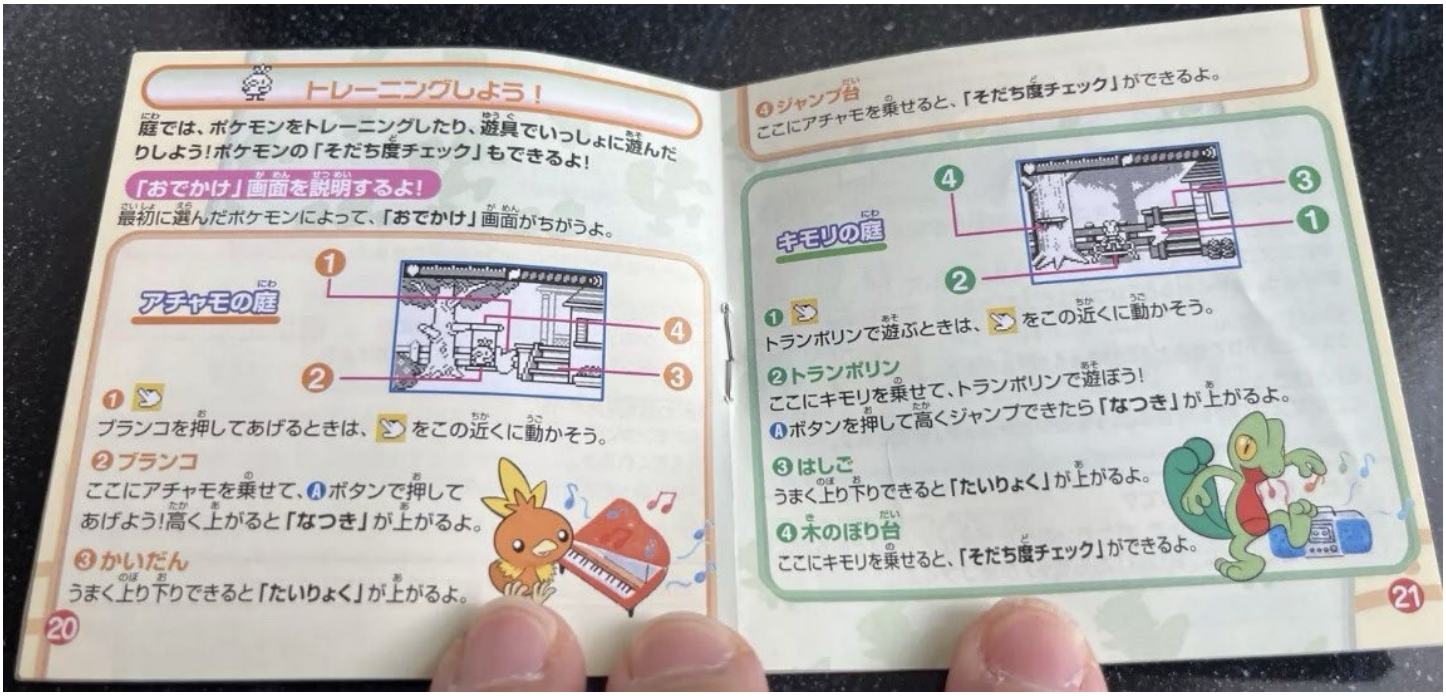
---

Explaining the Room Screen

1. **Bed**
   - Drop your Pokémon onto the bed to make it sleep.
   - When you want to wake up the Pokémon to play, grab it and take it out of bed.
2. **Toy Chest**
   - Move to the toy chest and press the A Button to open it and select toys. See details on page 32.
3. **Garden**
   - Go outside to let your Pokémon play in the garden.
4. **Switch**
   - Press the switch to turn the room lights on or off.
   - If your Pokémon is sleeping, turn the lights off to let it rest.
5. **Mute Mode On/Off Mark**
   - You can check if mute mode is on or off. See details on page 28.
6. **Health Gauge**
   - Displays the Pokémon's current condition.
   - If the Pokémon is tired, put it back to bed to recover energy. See details on page 30.
7. **Hunger Gauge**
   - Indicates how hungry the Pokémon is.
   - If it's getting hungry, give it some food! See details on page 30.

When you're done playing, press the B Button to display the clock!

Tip: Once your Pokémon gets used to playing in the room, try taking it outside to the garden!



Let's Train!
In the garden, you can train your Pokémon, play together on equipment, and check their **affection level** ("Sodate Check")!

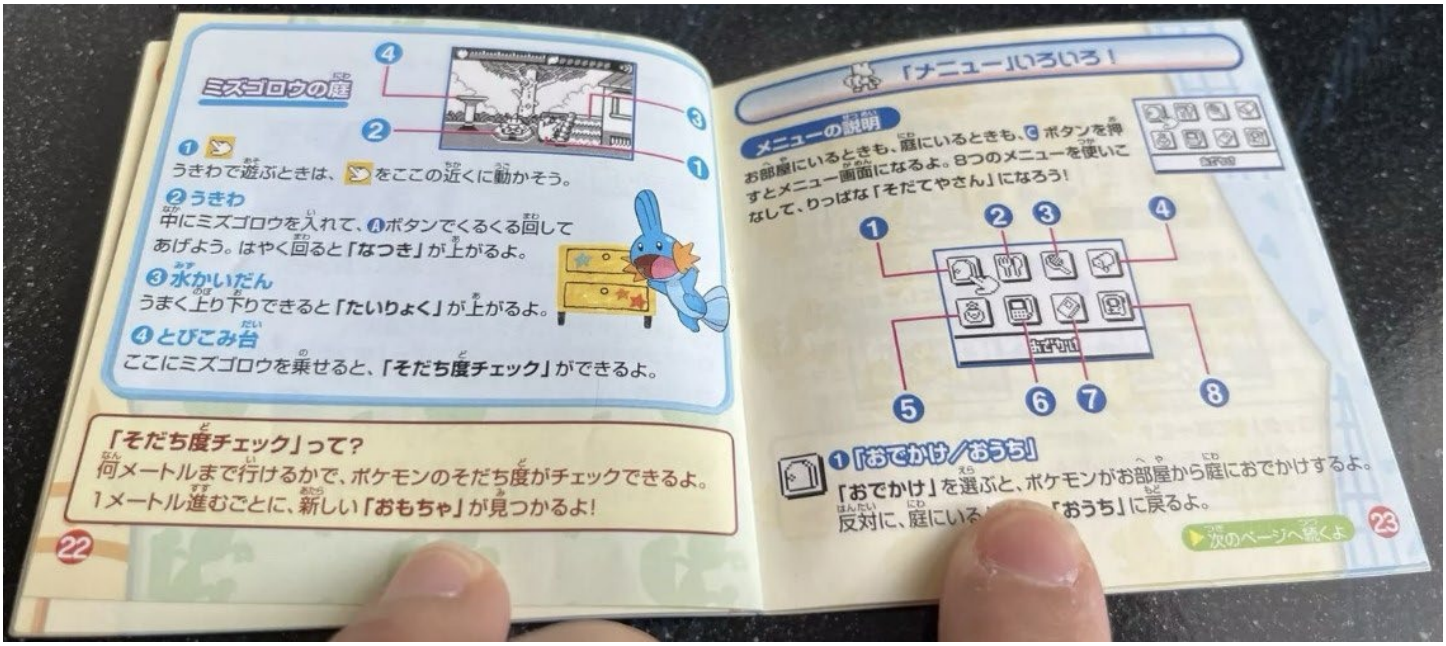
Explaining the Outing Screen
The garden you visit depends on the Pokémon you chose at the beginning.

Torchic's Garden

1. **Move Pokémon**
    - Move Torchic close to equipment with the D-Pad to interact with it.
2. **Swing**
    - Place Torchic on the swing and press the A Button to push it.
    - If you do this well, its affection level will increase.
3. **Stairs**
    - If Torchic climbs the stairs successfully, its stamina will increase.
4. **Jump Platform**
    - Place Torchic on the jump platform to check its affection level ("Sodate Check").

Treecko's Garden

1. **Move Pokémon**
    - Use the D-Pad to move Treecko close to equipment.
2. **Trampoline**
    - Place Treecko on the trampoline and press the A Button to let it jump.
    - If Treecko jumps high, its affection level will increase.
3. **Stairs**
    - Climbing the ladder successfully will increase stamina.
4. **Tree Platform**
    - Place Treecko on the platform to check its affection level ("Sodate Check").



Mudkip's Garden

1. **Move Pokémon**
    - Use the D-Pad to move Mudkip close to the equipment to play.
2. **Log**
    - Place Mudkip on the log and press the A Button to spin it.
    - The faster you spin it, the higher its affection level will rise!
3. **Water Steps**
    - If Mudkip climbs up and down the water steps successfully, its stamina will increase.
4. **Jump Platform**
    - Place Mudkip on the jump platform to check its affection level ("Sodate Check").

What is "Sodate Check"?

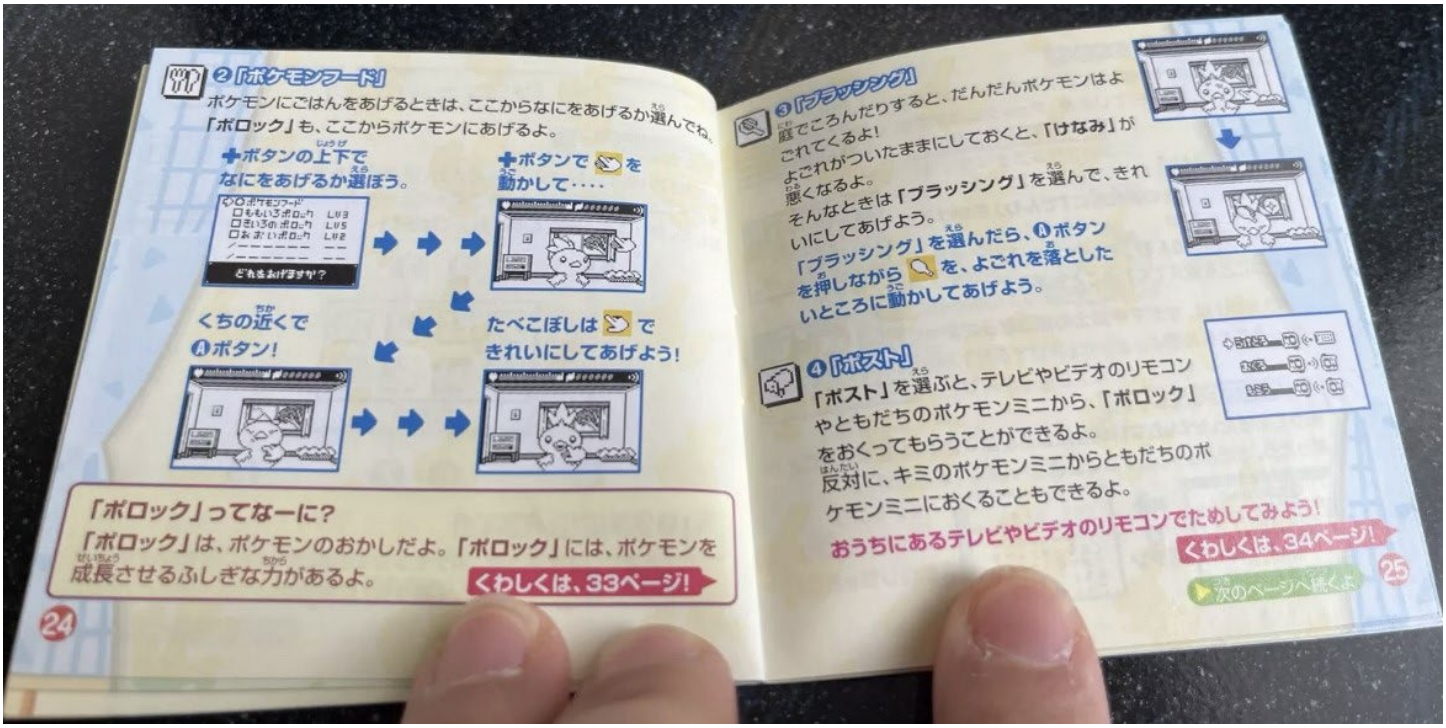
- The "Sodate Check" allows you to measure how much your Pokémon has grown.
- As you progress (about 1 meter), new toys will become available!

Menu Explanation

When you are in the room or garden, pressing the C Button will open the menu screen. Use the D-Pad to navigate and the A Button to select.

Menu Options

1. **おでかけ/おうち (Outing/Room)**
    - Choose おでかけ (outing) to take your Pokémon outside to the garden.
    - Choose おうち (room) to return to the room.



2. Pokémon Food (ポケモンフード)

When you want to feed your Pokémon, select what to give it from this menu.

- Use the D-Pad to move up and down and select what food to give.
- Move the food close to the Pokémon's mouth with the D-Pad and press the A Button to feed it.

If the Pokémon drops food, clean it up with the D-Pad.

What is "Pokéblock" (ポロック)?

- "Pokéblock" is a special treat for Pokémon. It has mysterious powers that help Pokémon grow and develop. See details on page 33!

---

3. Brushing (ブラッシング)

When you play outdoors, your Pokémon may get dirty over time.

- If left dirty, its health gauge will decrease.
- Select "Brushing" from the menu and clean the Pokémon to keep it healthy.

To brush:

- Select "Brushing" and press the A Button to move the brush closer.
- Clean off any dirt while guiding the brush around the Pokémon.

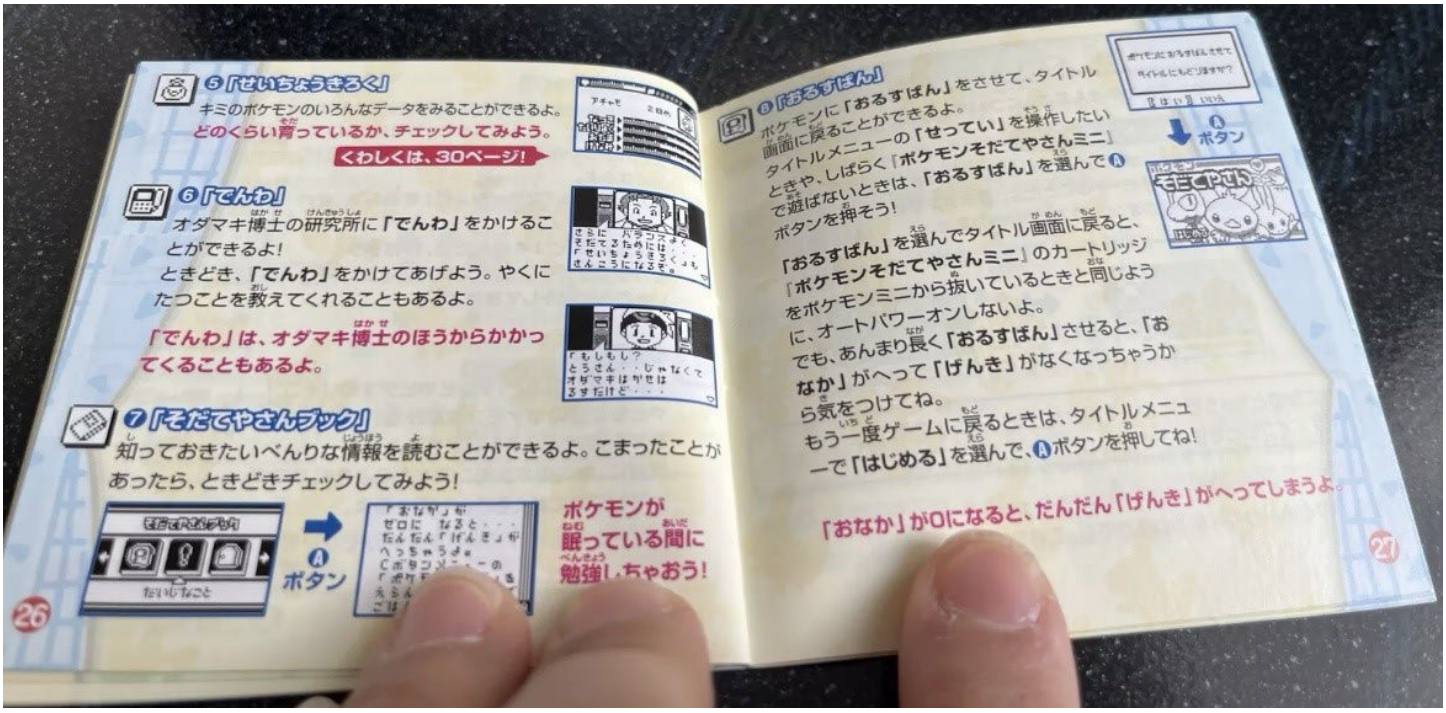
---

4. Post (ポスト)

Selecting "Post" lets you interact with items through your TV or video remotes.

- You can receive items, like Pokéblocks, for your Pokémon!
- You can also send Pokémon items to your friends' Pokémon Mini systems.

Try using the TV and video remotes at home to see what happens! See details on page 34!



5. Growth Log (だいちょうろく)

You can view various data about your Pokémon.

- Check how much your Pokémon has grown! See details on page 30.

---

6. Telephone (でんわ)

You can call Professor Birch at his research lab!

- Use the telephone to check in with him. Sometimes, he'll give you helpful advice.

Tip: Occasionally, the professor may call you!

---

7. Pokémon Breeder Book (そだてやさんブック)

This contains helpful information you should know as a breeder.

- If you're unsure about something, check here for answers.

---

8. Babysitting Mode (おるすばん)

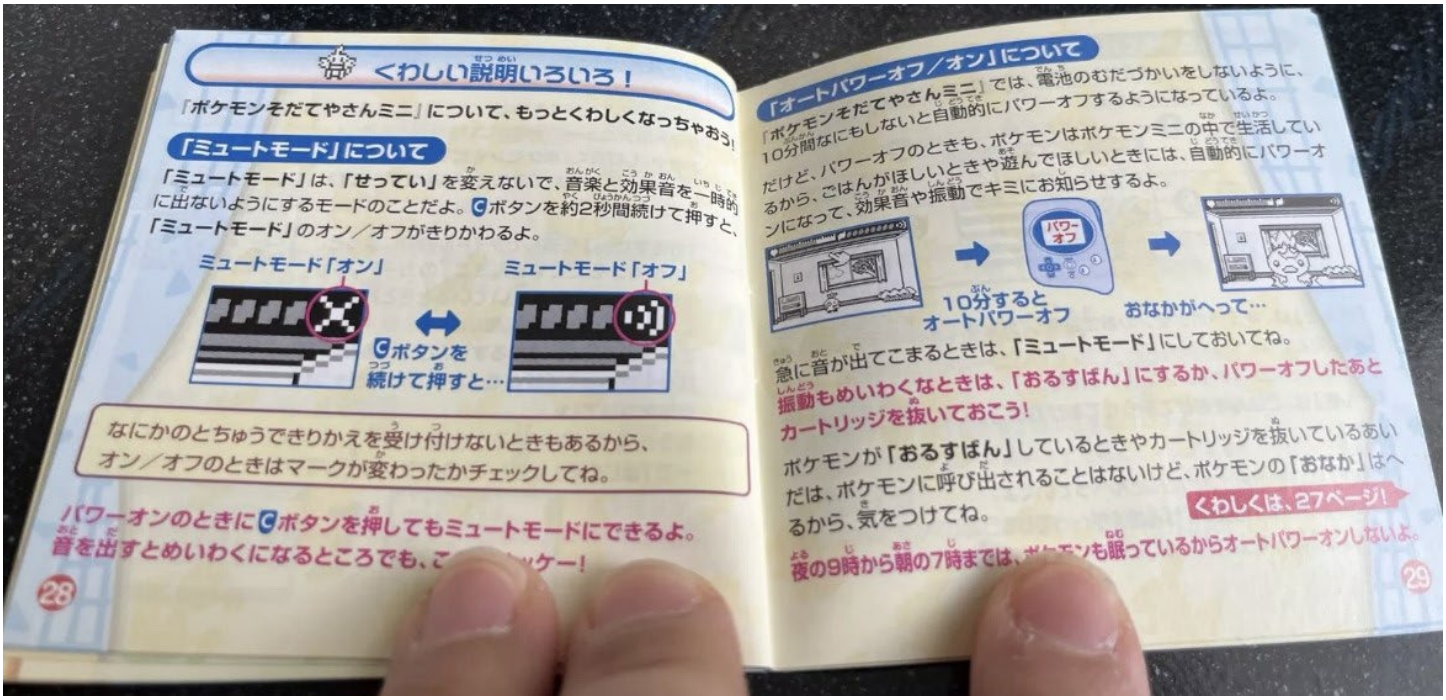
Selecting "Babysitting" allows you to pause the game while your Pokémon rests.

- On the Title Menu, choose せてい (Settings), and then select おるすばん (Babysitting)
- When "Babysitting" is activated:
  - The Pokémon Mini system automatically shuts off to save power.
  - When you turn it back on, your Pokémon will wake up refreshed.
  - Important: If you leave "Babysitting" on for too long, your Pokémon's hunger will drop, and its energy will decrease.

How to Resume the Game

- To return to the game, go back to the Title Menu and select はじめる (Start)

Warning: If your Pokémon's hunger gauge reaches 0, its energy will gradually decrease!



Detailed Explanations!

About Mute Mode

- Mute Mode prevents sounds and effects from playing temporarily.
- To activate it, hold the C Button for about 2 seconds.
- You'll see whether "Mute Mode" is ON or OFF based on the screen indicator.
- Mute Mode "ON" (Sound Off): The sound will be muted.
- Mute Mode "OFF" (Sound On): Sound effects will play as usual.

Tip:

- When turning the system on, press the C Button to activate "Mute Mode" immediately.
- If you're in a quiet place and need to mute the sound quickly, this feature will come in handy!

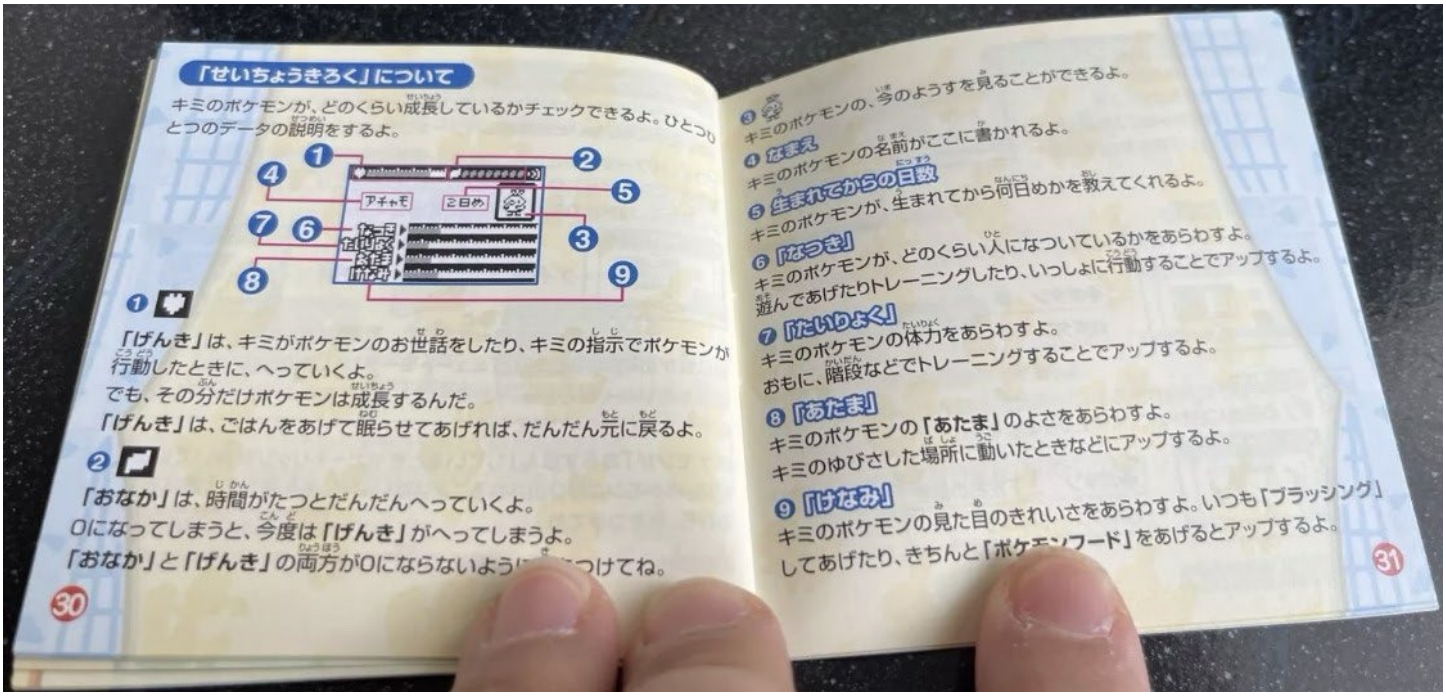
About "Auto Power OFF/ON"

- Pokémon Sodateyasan Mini has an automatic power-off function to save batteries when no actions are taken for 10 minutes.
- If the system powers off automatically:
  - Your Pokémon will rest quietly.
  - When you power the system back on, your Pokémon will let you know what happened.
- Reminder: If you need to step away or don't want the Pokémon to call out, put the system into Mute Mode or activate Babysitting Mode (おるすばん).
- To prevent interruptions:
  - Turn off the system or remove the cartridge if you're done playing.

Important:

- While the system is in Babysitting Mode, the Pokémon will not call you.
- However, if its hunger gauge empties, its energy will decrease over time.

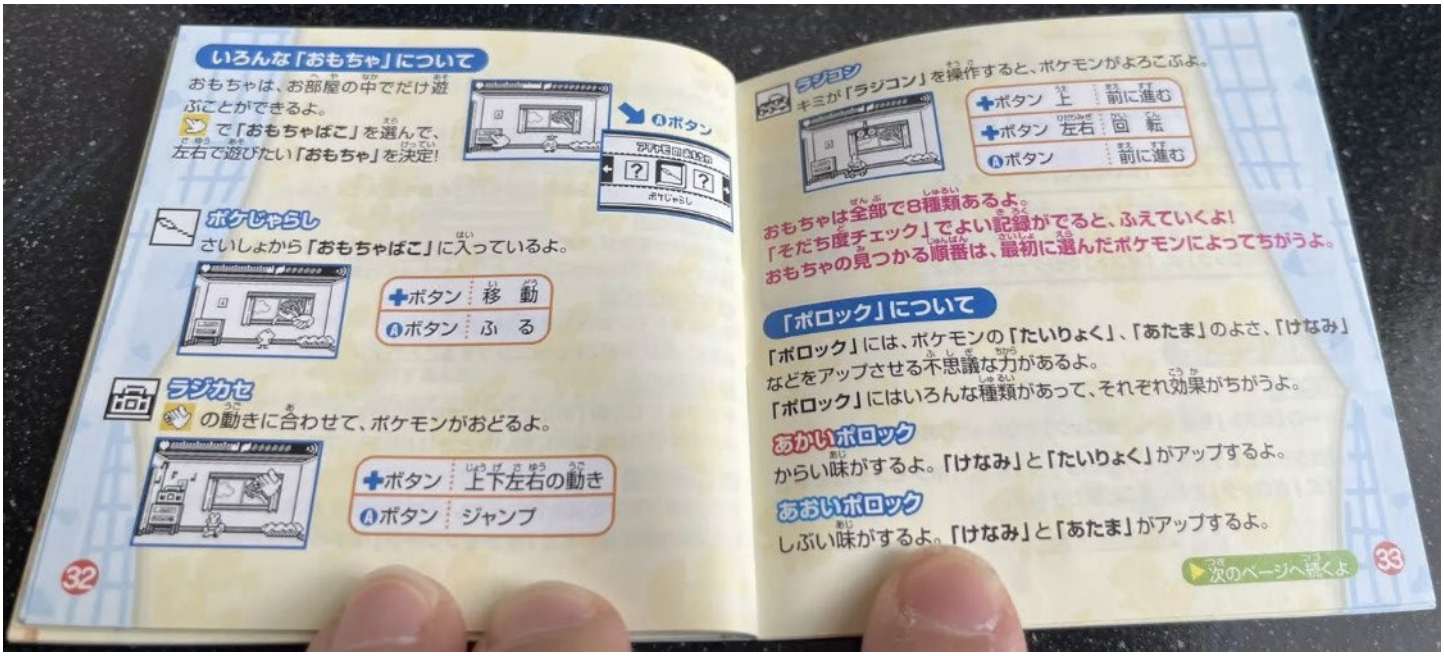
Special Note: Between 9 PM and 7 AM, the system will consider the Pokémon asleep during Auto Power-Off.
See more details on page 27!



About the "Growth Log" (せいちょうきろく)

You can check how much your Pokémon has grown. Each piece of data is explained below:

1. **Energy**
   - Energy decreases when you care for your Pokémon or give it commands to act.
   - However, energy will recover when your Pokémon sleeps or you feed it.
   - Keep an eye on it, as a lack of energy will impact your Pokémon's progress!
2. **Hunger**
   - Over time, your Pokémon's hunger will increase, and its "hunger gauge" will drop.
   - If the hunger gauge reaches 0, the energy gauge will start to decrease.
   - Always balance both "hunger" and "energy" for optimal care.
3. **Picture**
   - Displays a picture of your Pokémon.
4. **Name**
   - Displays the name you gave to your Pokémon.
5. **Days Since Birth**
   - Shows how many days have passed since your Pokémon hatched.
6. **Affection (なつき)**
   - Shows how much your Pokémon loves and trusts you.
   - Playing and spending time with your Pokémon increases this value.
7. **Stamina (たいりょく)**
   - Indicates your Pokémon's physical strength.
   - Training activities, like climbing stairs or other exercises, will boost stamina.
8. **Size (あたま)**
   - Displays the size of your Pokémon's "head."
   - Activities that involve stretching or reaching improve this value.
9. **Shine (けなみ)**
   - Shows how well-groomed and clean your Pokémon looks.
   - Regularly "brush" your Pokémon and keep it clean to improve this value.
   - Feeding Pokémon food will also enhance this attribute.



About the Various Toys
You can play with toys inside the room. Select the Toy Chest to choose a toy you'd like to play with.

Poke Shaker (ポケじゃらし)
- This is stored in the toy chest from the beginning.
- Use the D-Pad to move it and the A Button to shake it.

Radio Cassette (ラジカセ)
- The Pokémon will dance according to the movement of the radio.
- Use the D-Pad to move up, down, left, or right.
- Press the A Button to make the Pokémon jump.

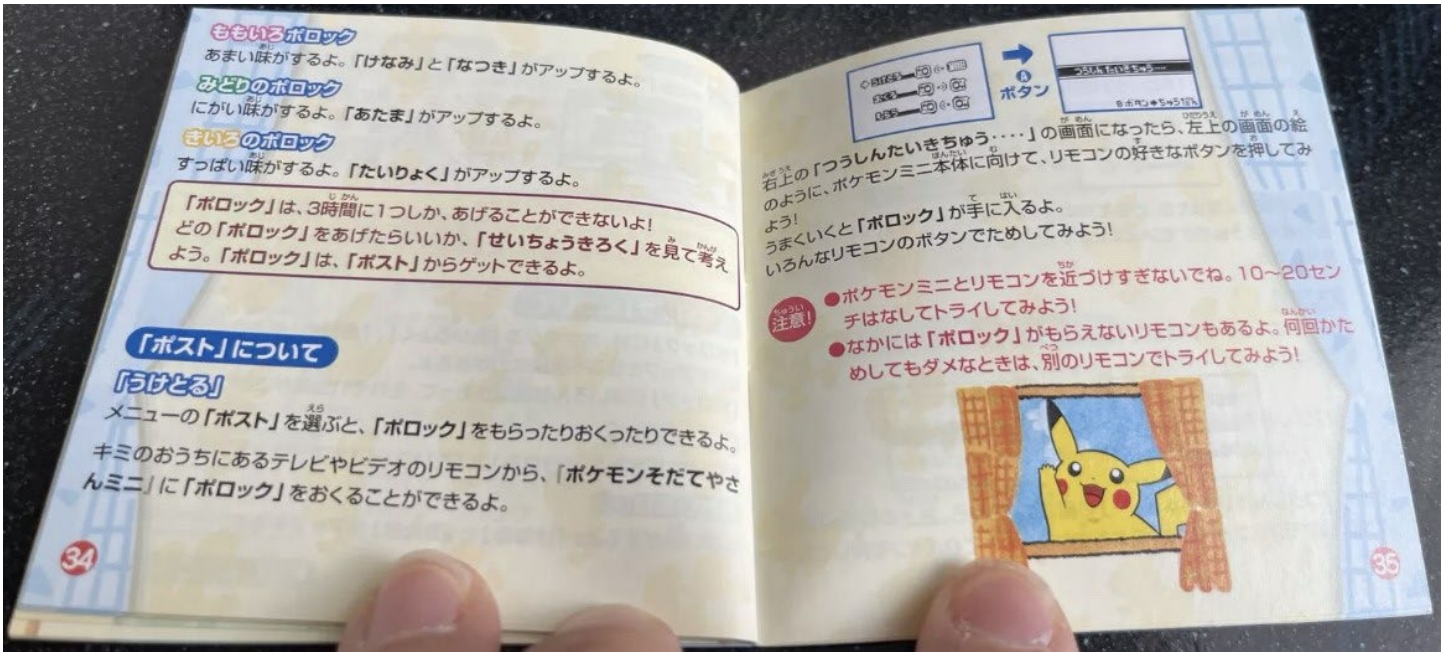
Jack-in-the-Box (ラジコン)
- When controlling the toy "Jack-in-the-Box," the Pokémon will chase after it.
- Use the D-Pad to move the toy forward and left/right.
- Press the A Button to make the toy go backward.

Tip: If you play with toys frequently, your Pokémon will have fun and affection will increase!
Toys are important for "Sodate Check" (raising stats) and discovering new ones, so keep playing!

About Pokéblocks
A Pokéblock is a special treat that boosts various stats, such as stamina, size, and shine.
There are five types:

1. **Red Pokéblock (あかいポロック)**
    - Improves shine (けなみ) and stamina (たいりょく).
2. **Blue Pokéblock (あおいポロック)**
    - Improves shine (けなみ) and size (あたま).

Note: Use Pokéblocks wisely to enhance your Pokémon's growth and ensure balanced progress!



Pokéblocks Continued

3. **Pink Pokéblock (ももいろポロック)**
    - Has a sweet taste. It increases shine (けなみ) and affection (なつき).
4. **Green Pokéblock (みどりのポロック)**
    - Has a bitter taste. It boosts size (あたま).
5. **Yellow Pokéblock (きいろのポロック)**
    - Has a sour taste. It increases stamina (たいりょく).

Important Tip:

- You can only feed Pokémon Pokéblocks at certain times, so plan wisely!
- Check the Growth Log (せいちょうきろく) to decide which Pokéblock to give your Pokémon.
- You can get Pokéblocks from the "Post" menu.

About the Post (ポストについて)

Receive (うけとる)

- Selecting "Post" from the menu allows you to receive Pokéblocks.
- Use the TV or video remote control at home to interact with the game.
- Your Pokémon Mini will receive Pokéblocks by recognizing the remote's signal.

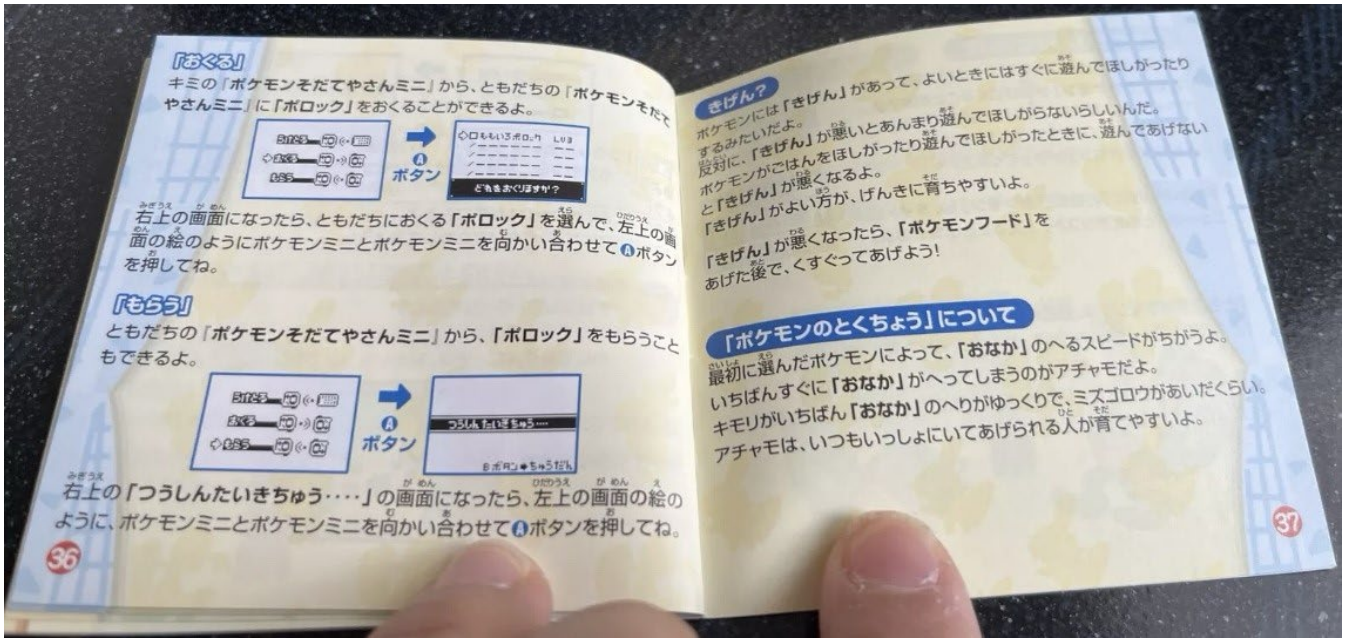
How to Use the Post Feature

1. When the screen displays "Would you like to transfer data?", follow the instructions.
2. Point your TV or remote toward the Pokémon Mini system and press buttons on the remote to send data.
3. If successful, you'll receive a Pokéblock!

Caution:

- Do not hold the remote too close to the Pokémon Mini. Maintain a distance of 10–20 cm for the best results.
- Some remotes may not work with this feature. If that happens, try another remote or device.

Tip: Try interacting with different remotes to see what works and discover all the available Pokéblocks!



Send (おくる)

You can send Pokéblocks from your *Pokémon Sodateyasan Mini* to your friends' *Pokémon Sodateyasan Mini* systems.

1. Select "Send" from the menu.
2. When the screen shows the "Pokéblock" to send, align your system with your friend's Pokémon Mini and press the A Button.

Receive (もらう)

You can also receive Pokéblocks from your friends' *Pokémon Sodateyasan Mini*.

1. When the screen displays "Data transfer is active…" align the systems and press the A Button.

Important Note: When sending or receiving data, align the infrared ports of both systems as shown in the illustrations.

What is "Stamina" (げんき)?

Your Pokémon has an energy or "stamina" level.

- When stamina is high, your Pokémon can play and follow commands easily.
- However, when stamina is low, it will not want to play or perform activities.

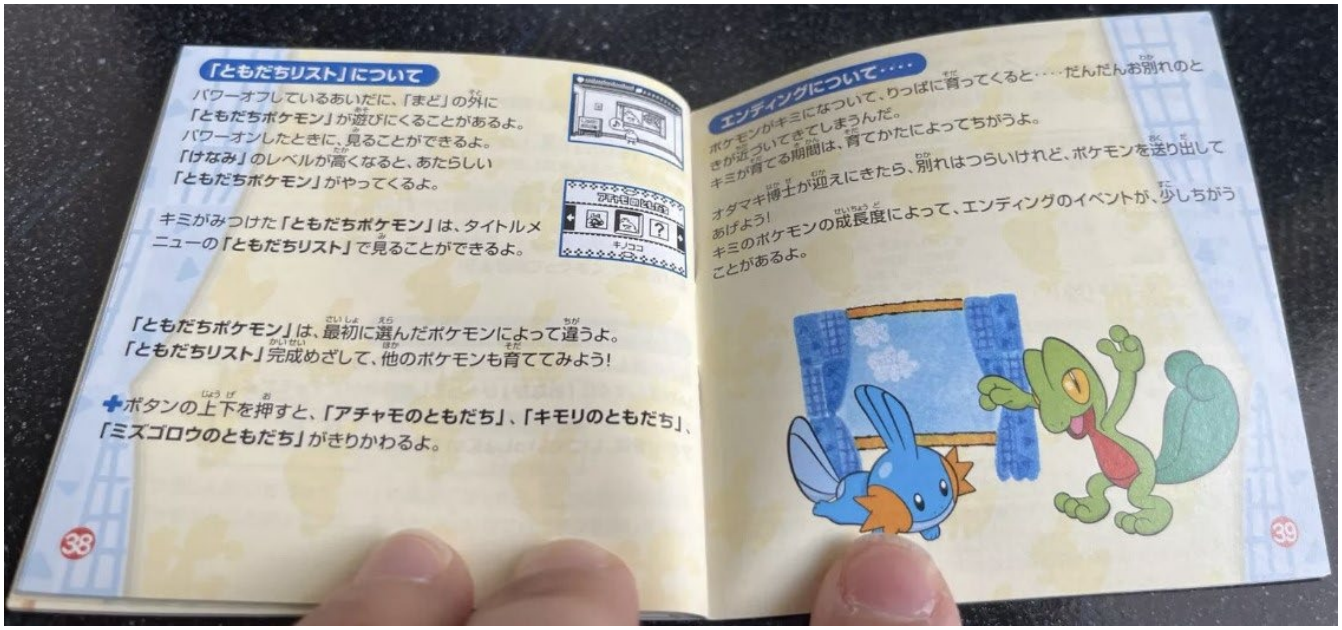
How to Restore Stamina:

- Feed your Pokémon "Pokémon Food".
- Let your Pokémon rest to recover its stamina quickly.

About Pokémon Characteristics

Each Pokémon you choose has different characteristics:

- **Torchic (アチャモ):** Its hunger gauge drops the fastest, so you need to feed it often.
- **Treecko (キモリ):** Its hunger gauge decreases at a moderate pace.
- **Mudkip (ミズゴロウ):** Its hunger gauge decreases the slowest, making it the easiest Pokémon to raise.



About the "Friend List" (ともだちリスト)

- While playing, Pokémon other than the one you're raising may appear as Friend Pokémon
- When you power on the game, you might see these Pokémon depending on your progress.
- As your Pokémon's affection (なつき) increases, new "Friend Pokémon" will start to appear.

Viewing Friend Pokémon

- Pokémon you've discovered as friends can be viewed in the "Friend List" on the Title Menu.

Types of Friend Pokémon

- The Friend Pokémon you find depend on the first Pokémon you selected:
    - Torchic: Torchic's Friends (アチャモのともだち)
    - Treecko: Treecko's Friends (キモリのともだち)
    - Mudkip: Mudkip's Friends (ミズゴロウのともだち)
- Use the D-Pad to switch between each friend list and view the Pokémon you've collected.

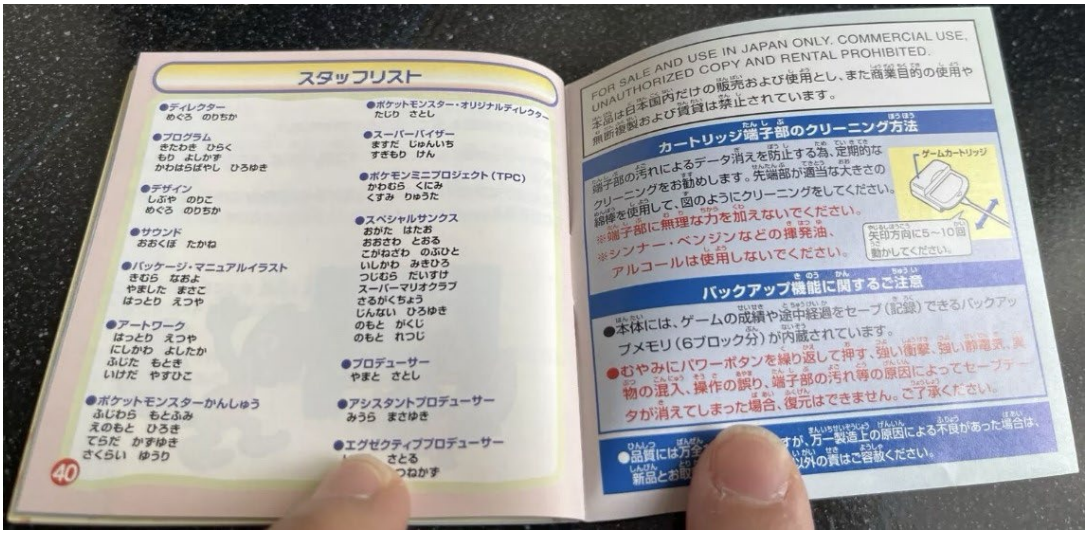
About the Ending

- As you raise your Pokémon, it will eventually grow up.
- When that time comes… it's time to say goodbye to your Pokémon.

Emotional Goodbyes

- While the ending is bittersweet, it marks the growth of your Pokémon and your time together.
- Depending on how well you raised your Pokémon, the ending events will differ slightly.

Tip: After your Pokémon leaves, you can choose to raise a new Pokémon and start the journey again!



Staff List

- **Director:**
  - のむら のりふみ (*Nomura Norifumi*)
- **Program:**
  - たなか ひろき (*Tanaka Hiroki*)
  - ふじわら まさひと (*Fujiwara Masahito*)
  - わかばやし ひろゆき (*Wakabayashi Hiroyuki*)
- **Design:**
  - しおみ のりと (*Shiomi Norito*)
  - めぐろ のぶふみ (*Meguro Nobufumi*)
- **Sound:**
  - おおくら たかね (*Okura Takane*)
- **Package/Manual Illustration:**
  - まるたに さとし (*Marutani Satoshi*)
  - えとう えつみ (*Eto Etsumi*)
- **Artwork:**
  - はっとり あつや (*Hattori Atsuya*)
  - にしじま たけひこ (*Nishijima Takehiko*)
  - いけだ すみこ (*Ikeda Sumiko*)
- **Pokémon Supervision (ポケットモンスターかんしんしゅう):**
  - ふじもり もふみ (*Fujimori Mofumi*)
  - あおき まさみ (*Aoki Masami*)
  - てらしげ ゆうき (*Terashige Yuuki*)
  - さくらい ゆうき (*Sakurai Yuuki*)
- **Original Pokémon Director:**
  - たじり さとし (*Tajiri Satoshi*)
- **Supervisor:**
  - すぎやま じゅんいち (*Sugiyama Junichi*)
  - ますだ けん (*Masuda Ken*)
- **Pokémon Mini Project (TPC):**
  - やの さとし (*Yano Satoshi*)
  - くさか りょうすけ (*Kusaka Ryosuke*)
- **Special Thanks:**
  - あおた ひろし (*Aota Hiroshi*)
  - さとう あけみ (*Sato Akemi*)
  - あおしま ひとし (*Aoshima Hitoshi*)
  - まつだ あきひと (*Matsuda Akihito*)
  - たけだ まゆみ (*Takeda Mayumi*)
  - たかみや かい (*Takamiya Kai*)
- **Producer:**
  - やまぐち さとし (*Yamaguchi Satoshi*)
- **Assistant Producer:**
  - みうら まさゆき (*Miura Masayuki*)
- **Executive Producer:**
  - やまぐち さとし (*Yamaguchi Satoshi*)

Cartridge Terminal Cleaning Instructions

If data issues occur due to dirt on the cartridge terminals, follow these steps to clean them safely:

1. Use a soft, dry cloth to gently clean the cartridge terminals.
2. Wipe carefully in one direction without applying excessive pressure.

Caution: Do not use water, solvents, or alcohol, as they can damage the terminals.

Backup Memory Caution

- This cartridge uses the 6-block backup memory to save data.
- If the power is turned off incorrectly, or if the cartridge is removed during play, saved data may be **lost**.

Prevent Data Loss:

- Always power off the console properly.
- Avoid exposing the cartridge to static electricity, moisture, or physical damage.

© 2002 Pokémon / Nintendo
1995-2002 Nintendo / Creatures Inc. / GAME FREAK Inc.
All Rights, including the copyrights of Game Scenario, Music, and Program,
but excluding the copyright of Pokémon Characters reserved by Nintendo, Creatures Inc., and GAME FREAK Inc.
All Rights Reserved by Pokémon and Nintendo.

Pokémon Mini Exclusive Cartridge
ポケモンミニ専用カートリッジ
Model Number: IM-MIN-MSD-JPN

Sales Information
販売元: 株式会社ポケモン
(*Seller: Pokémon Co., Ltd.*)
Address:
〒103-0027
Tokyo, Chuo-ku, Nihonbashi 3-2-5
Kawajin Building Separate Annex

Customer Support Information
お客様ご相談窓口
Pokémon Customer Support Center

Address:
〒103-0027
Tokyo, Chuo-ku, Nihonbashi 3-2-5
Kawajin Building Separate Annex
Toll-Free Number:
0120-049-725
Operating Hours:
Monday to Friday: 11:00 AM – 6:00 PM
Closed on weekends, holidays, and company-designated days.